

### EXAMINER'S AMENDMENT

An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Colin Barnitz on 8/11/10.

The application has been amended as follows:

Cancel claims 17, 18, 38 and 48.

Replace claims 9, 32, 34-37, 39, 45-47, in its entirety with the following.

9. A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

identifying at least one user account present on the dedicated game console for a user during use by the user of an offline game title on the dedicated game console;

determining that automatic sign-in is enabled on the dedicated game console for the at least one user account identified, wherein, ~~when more than one user account is identified with automatic sign-in enabled,~~ a most recently signed in user account is identified as a specific user account for signing in;

determining that a controller is coupled to the dedicated game console, the controller including a memory unit containing account information corresponding to the

specific user account identified as being present on the dedicated game console; and

automatically silently signing in the specific user account onto an online service using the account information contained in the memory unit of the controller without requiring action by the user of the offline game title on the dedicated game console for effecting the signing in, wherein the silently signing in comprises:

opening a secure communication channel between the dedicated game console and a security gateway of a secure data center;

transmitting data packets between the dedicated game console and the secure data center via the security gateway;

registering a presence of the specific user account with a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing the user of the offline game title on the dedicated game console with access to online services available from the secure data center during use of the offline game title;

wherein after the silently signing in, the user has access to an in-game notification or a cross-title game invitation, wherein the access to the in-game notification or cross-title game invitation enables the user to switch from the offline game title to an online game, wherein the offline game title is played by players with access to the dedicated game console and wherein the online game allows a player to play the online game against one or more other players online.

32. ~~One or more computer readable media having instructions stored thereon that, when executed, direct a machine to perform acts~~ A method comprising:

identifying, by a processor, at least one user account present on a gaming device for a user during use by the user of an offline game title on the gaming device;

determining, by the processor, that automatic sign-in is enabled for the at least one user account identified, wherein ~~when more than one user account is identified with automatic sign-in enabled,~~ a most recently signed in user account is identified as a specific user account for signing in;

determining, by the processor, that a controller is coupled to the dedicated game console, the controller including a memory unit containing account information corresponding to the specific user account identified as being present on the dedicated game console; and

automatically signing in, by the processor, the specific user account onto an online service using the account information contained in the memory unit of the controller during use of the offline game title, wherein the signing in comprises:

opening a secure communication channel between the gaming device and a security gateway of a secure data center;

registering a presence of the specific user account with a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing the user of the offline game title on the gaming device with access to an online service available from the secure data center during use of the offline game title;

wherein after the signing in, the user of the offline game title has access to one or more items selected from a group comprising a friends list and a notification by displaying a menu generated by the offline game title running on the gaming device.

34. ~~A computer-readable media~~The method as recited in claim 32, ~~wherein the acts further comprise~~further comprising:

displaying a menu generated by the offline game title running on the gaming device, wherein the menu includes a status of the signing in.

35. ~~A computer-readable media~~The method as recited in claim 32, further comprising:

following the signing in, transmitting voice data and other data in data packets between the gaming device and the secure data center,

wherein the data packets transmitting voice data are partially encrypted so that the voice data remains unencrypted and the other data is encrypted.

36. ~~A computer-readable media~~The method as recited in claim 32, ~~wherein the acts further comprise~~further comprising:

generating a menu by the offline game title running on the gaming device, wherein the menu provides access to communicate with other users and a status of the other users as to whether the other users are online or offline.

37. ~~A computer-readable media~~ The method as recited in claim 32, ~~wherein the acts further comprise~~ further comprising returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not signed in, and signed in.

39. ~~A computer-readable media~~ The method as recited in claim 32 [[38]], wherein the notification is a cross-title game invitation, wherein the access to the cross-title game invitation enables the user to switch from the offline game title to an online game, wherein the offline game title is played by players with access to the dedicated game console and wherein the online game allows a player to play the online game against one or more other players online.

45. The method as recited in claim 32, wherein the gaming device comprises:  
a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder;  
a plurality of controller support subassemblies, each controller support subassembly supporting a plurality of controllers; and  
one or more controllers.

46. ~~A computer-readable media~~ The method as recited in claim 32 ~~[[38]]~~, wherein the friends list comprises a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends.

47. A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

coupling a controller to the dedicated game console, the controller including a memory unit containing specific account information corresponding to a specific user account of a user of an offline game title;

following the coupling the controller to the dedicated game console, determining, by the dedicated game console, from the specific account information on the controller whether silent sign-in is enabled for the specific user account on the controller;

when automatic sign-in is enabled, silently signing-in the specific user account onto an online service without requiring action by the user of the offline game title during use by the user of the offline game title;

after the signing-in, receiving an in-game notification by the user of the offline game title, wherein after the silently signing in, the user has access to a friends list comprising a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the

friends by displaying a menu generated by the offline game title running on the dedicated game console; and

switching by the user of the offline game title from an offline game to an online game, wherein the offline game is played by players with access to the dedicated game console and wherein the online game is played against one or more other players online.

***Allowable Subject Matter***

Claims 9, 11-12, 14-15, 32, 34-37, 39, 41-47 and 49 are allowed.

The following is an examiner's statement of reasons for allowance:

Regarding claims 9 and the dependent claims of thereof, in combination with the other limitations, prior art fails to teach the claim limitation of: a controller coupled to the dedicated game console, the controller including a memory unit containing account information corresponding to the specific user account of a user of an offline game title, silently signing in the most recently signed in user account onto an online service using the account information contained in the memory unit of the controller, and after the signing in, the user has access to an in-game notification or a cross-title game invitation to enable user to switch from the offline game title to an online game, wherein the online game allows a player to play the online game against one or more other players online.

Regarding claims 32 and the dependent claims of thereof, in combination with the other limitations, prior art fails to teach the claim limitation of: a controller coupled to

the dedicated game console, the controller including a memory unit containing account information corresponding to the specific user account of a user of an offline game title, silently signing in the silently signing in the most recently signed in onto an online service using the account information contained in the memory unit of the controller, and after the signing in, the user of the offline game title has access to one or more items selected from a group comprising a friends list and a notification by displaying a menu generated by the offline game title running on the gaming device.

Regarding claims 41, 47 and the dependent claims of thereof, in combination with the other limitations, prior art fails to teach the claim limitation of: a controller coupled to the dedicated game console, the controller including a memory unit containing account information corresponding to the specific user account of a user of an offline game title, silently signing in the specific user account onto an online service using the account information contained in the memory unit of the controller, and after the signing in, providing the user of the offline game title access to a friends list comprising a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends by displaying a menu generated by the offline game title running on the dedicated gaming console.

More specifically, prior art such as *Xbox Live-Broadband Providers Ready!* (Website article, <http://www.xbox365.com/news.cgi?id=EpFypkFFuphLzSbIsI3340>, by UtahSaint published 10/30/2002) or *Xbox Live put to the test* (website article <http://news.bbc.co.uk/2/low/technology/2758831.stm>, by Alfred Hermida published



2/23/03) generally teach a dedicated game console and signing on a user account from online game to an offline game. However the references fails teach a controller including a memory unit containing account information corresponding to the specific user account and silently signing in the specific user account onto an online service using the account information contained in the memory unit of the controller. In addition to the other limitations, the references also fail to teach the following: a most recently signed in user account is identified as a specific user account for signing in (as required by independent claims 9 and 32), a secure communication channel between the dedicated game console and a security gateway of a secure data center, registering a presence of the specific user account with a presence server inside the secure data center (claims 9, 32, 41), or after the signing in, providing the user of the offline game title access to a friends list comprising a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice – enabled status of each one of the friends by displaying a menu generated by the offline game title running on the dedicated gaming console (claims 41, 47).

*ConsolePro centralizes useful tools for most of your file server chores* (article from InfoWorld; Jun 30, 1997 edition, by Eric Hall) teaches an auto sign in feature wherein a most recently signed in user account is identified as a specific user account for signing in (you can enable, a "persistent log-in" which will reuse the last valid user name and password pair to automatically log in, page 60D). Nishiumi (US 6,001,015) discloses a memory device within a gaming controller for (US the purpose of storing individual player's game data (col. 10:29-65). Sakaguchi (US 2001/0009868) discloses

gaming access to friend lists and players' status information (paragraphs 62-74, Fig. 6c.). However it would NOT have been obvious to one of ordinary skilled in the art at the time the invention was made to combine the above references. Combining the above references according to the claimed invention would be based on improper hindsight.

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Jasson H. Yoo whose telephone number is (571)272-5563. The examiner can normally be reached on 9:00am - 5:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

JHY

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